

TABLE OF CONTENTS

XBOX 360 CONTROLLER	2
XBOX LIVE	2
INTRODUCTION	3
CONTROLS—NEW!	3
THE GAME SCREEN	16
SUPERSTAR SELECTION.....	16
MAIN MENU	17
WWE UNIVERSE	17
LIMB TARGET SYSTEM—NEW!.....	19
EXTREME RULES CONTROLS.....	21
TLC CONTROLS.....	22
STEEL CAGE MATCH CONTROLS.....	25
HELL IN A CELL MATCH CONTROLS	26
ELIMINATION CHAMBER CONTROLS	27
TAG TEAM CONTROLS.....	28
INFERNO MATCH	30
ROYAL RUMBLE CONTROLS.....	31
XBOX LIVE	32
SUPERSTAR ABILITIES.....	33
DID YOU KNOW...?	34
LIMITED WARRANTY	35

⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.



All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners. © 2011 WWE. All Rights Reserved.

© 2011 THQ Inc. Used under exclusive license by THQ Inc. Developed by YUKE'S Co., Ltd. YUKE'S Co., Ltd. and its logo are trademarks and/or registered trademarks of YUKE'S Co., Ltd. Uses Bink Video. Copyright © 1997-2011 by RAD Game Tools, Inc. Wwise ©2006-2011 Audiokinetic Inc. All rights reserved. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

Lua 5.1 Copyright © 1994-2008 Lua.org, PUC-Rio.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:
 THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

XBOX 360 CONTROLLER

INTRODUCTION

WWE '12 has all the bone-crushing, high-flying, showboating, slobberknocking action you've come to expect—plus a whole lot more.

Use the completely revamped Limb Targeting system to pick apart an opponent and find his breaking point. Or, add insult to injury with a Wake-Up Taunt before putting him down for the count and making him wish he'd never stepped into the ring with you. And speaking of the ring, the all-new Arena Creator lets you customize every aspect of the ring, right down to the logo on the apron.

You've never had this much control over creating the ultimate WWE experience, or so many ways to bring the pain. So what are you waiting for? Lace up your boots and hit the entrance ramp—your journey to WWE immortality begins now!

CONTROLS - NEW!



MOVEMENT

Whether you want to walk up to your opponent and smack the taste out of his mouth, slide out of the ring to settle things on the arena floor or climb up onto a turnbuckle to drop a flying elbow on a helpless victim, it all starts with knowing how to navigate.

Most of the time, moving around the environment is as simple as pushing **Left Stick** in the direction that you want to go and pressing **LB** if you need to climb over, under or onto something.

Move Superstar	Push Left Stick
Go to apron from ring	Push Left Stick toward outside of ring + tap LB
Go outside of ring from inside ring	Push Left Stick toward outside of ring + hold LB
Descend from apron to outside of ring	Push Left Stick toward outside of ring + press LB
Ascend to apron from outside of ring	Push Left Stick toward ring + tap LB
Enter ring from outside of ring	Push Left Stick toward ring + hold LB
Enter ring from apron	Push Left Stick toward ring + press LB
Dash	Hold LT + push Left Stick
Climb turnbuckle	Hold LB + push Left Stick toward corner post or run toward corner post
Climb corner from outside of ring	Hold LB + push Left Stick toward steep post from outside of ring

Hold **LT** + **RT** and push **Left Stick**: Drag Opponent

Pick Up Objects **LB**

LT (Hold) + **Left Stick** - Run

RT Reverse/Block Attacks

RB Limb Targeting System - NEW!

Y Signature/Finisher

X Strike/Strong Strike (Hold)

B Irish Whip/Pin
Irish Whip (Standing)/
Pin (Near Grounded Opponent)

A Grapple

START Pause

Left Stick + **LB** Toward Ropes/Apron - Enter/Exit Ring, Pick up Object

Left Stick + **LB** Toward Ropes/Apron (Tap) - Step on Apron

Control Superstar, Grapple (**A**), Target Different Opponent (click **Left Stick**) when Manual Targeting is Turned ON

BACK

Left Stick Taunt

R Reposition Opponent/
Change Grappled State

Note: These are the commands for Control Type A, the default control type. Control Type B is available in the game options and reverses the commands for **Left Stick** and **Left Stick**.

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.



STRONG STRIKES AND STRIKE COMBINATIONS

Striking is the quickest way to show your opponent who's in charge. Pressing **X** performs a quick strike against your opponent. Holding **X** unleashes a powerful but slower (and easier to counter) heavy strike. Combining **X** while pushing **⬆** in a direction gives you a variety of different strikes.

Pressing **X** as each strike lands creates a strike combination that sends your opponent reeling and builds momentum in a hurry.

Strike Attack	Press X
Alternate Strike Attacks	Press X + ⬅ / ➡ / ⬆ / ⬇ / ↖ / ↗
Strong Strike	Hold X
Alternate Strong Strike	Hold X + ⬅ / ➡ / ⬆ / ⬇
2-hit Combo	X during Strike Attack
3-hit Combo	X during 2nd combo hit
4-hit Combo	X during 3rd combo hit
Gut Kick	X + ⬆ ↘ or ↙

Note: A successful strike combination (all four strikes connect) leaves the opponent in a standing groggy state and vulnerable to groggy grapple moves, top rope diving attacks and other devastating attacks.

CHAIN GRAPPLES

All grapple attacks in *WWE '12* start from one of four chain grapple states. To enter a chain grapple state, approach a standing opponent, hold **A** and push **⬆** in a direction.



Rear Waist Lock: **A** + **⬆** in any direction

Wrist Lock: **A** + **⬆** ➡ facing opponent

Front Face Lock: **A** + **⬆** ⬆ facing opponent or **A** by itself

Side Head Lock: **A** + **⬆** ⬅ facing opponent

Once your opponent is locked in a grappled state, you've got them right where you want them. Use the following commands to dish out the punishment or set them up for something even worse:

Grapple Attack (4 different kinds)	A + ⬆ ⬅ / ➡ / ⬆ / ⬇
Breaking Point Submission	Hold A
Strike	Press X
Strong Strike	Hold X
Irish Whip	B
Transition to Front Face Lock	⬆ ⬆
Transition to Wrist Lock	⬆ ➡
Transition to Rear Waist Lock	⬆ ⬇
Transition to Side Head Lock	⬆ ⬅
Walk Opponent Around the Ring	Hold LB + RT and push ⬆
Release Chain Grapple Hold	LB

Note: If your opponent tries to lock you into a grappled state, press **RT** as soon as they make the attempt to reverse the grapple.

GROGGY GRAPPLES

There's nothing better than catching an opponent when the lights are on but nobody's home. To perform a groggy grapple, approach an opponent from the front or behind while they're in a groggy state, tap **A** and push **⬆** in any direction to execute a strong grapple attack.

To make an opponent groggy, land all four strikes in a strike combination, lift up a downed opponent and reverse attacks from a heavily damaged opponent. The Limb Targeting System (**RB**) can also be utilized (read up on the all-new Limb Targeting System below).



Front Grapple Attack (4 different kinds)	A + ⬆ ←/→/↑/↓ facing opponent
Rear Grapple Attack (4 different kinds)	A + ⬆ ←/→/↑/↓ behind standing opponent
Front Breaking Point Submission	Hold A facing opponent
Rear Breaking Point Submission	Hold A behind standing opponent
Switch to Front Face Lock/Drag	Hold L2 and RT

IRISH WHIP

Take control of the match by sending your opponent running out of control. Press **B** to send your opponent running into the ropes with an Irish whip. Catch them on the rebound with a strike (**X**) or grapple (**A**).



Irish Whip Opponent	B
Counter Strike	X when opponent is running at you
Counter Grapple	A when opponent is running at you
Alternate Counter Grapple	Hold A when opponent is running at you
Duck or Leap Frog Running Opponent	L2 when opponent is running at you
Pull Back Grapple	Press A in the midst of performing an Irish whip (before opponent is released)
Pull Back Strike	Press X in the midst of performing an Irish Whip (before opponent is released)

Note: After you send your opponent running, you have to act fast. After they bounce off of the ropes for the second time, he regains control and can use running attacks against you.

REVERSALS

Just because some jobber throws a punch at you, that doesn't mean you have to stand there and take it! Press **RT** as soon as the opponent's strike is about to land or grapple attack to reverse it.

If you reverse a punch or a kick, you grab hold of your opponent's arm or leg and have a short window of opportunity to counterattack!

Punch Reversals



Strike	X
Chain Grapple	A or ⬆
Finishing Move	Y , if you have a Finishing Move Icon and your Superstar has a front or rear finisher
Breaking Point Submission	Hold A
Reverse the Reversal	RT as soon as your opponent attempts to reverse your attack

Kick Reversals



Strike	X
Chain Grapple	⬆
Kick Reversal Grapple	A
Finishing Move	Y , if you have a Finishing Move Icon and your Superstar has a front or rear finisher
Breaking Point Submission	Hold A
Reverse the Reversal	RT as soon as your opponent attempts to reverse your attack

POSITIONING—NEW!

For the first time, **WWE '12** gives you the power to put your opponent exactly where you want him. Once you have him at your mercy—either in a grappled state, or down on the canvas or groggy—use **Ⓢ** to reposition them strategically and hit them with your most powerful attacks.



From a Grappled State:

Front Facelock	Ⓢ ↑
Side Headlock	Ⓢ ←
Waist Lock	Ⓢ ↓
Wrist Lock	Ⓢ →

While Opponent Is Down:

Lift Opponent	Ⓢ ↑
Turn Opponent Over	Ⓢ ←/→
Lift Opponent and Get Behind Him	Ⓢ ↓

Standing In Front Of or Behind a Groggy Opponent:

Turn Opponent Around	Ⓢ ←/→/↑/↓
----------------------	-----------

Opponent Groggy In the Corner:

Turn Opponent Around	Ⓢ ←/→
Lift to Top Of Turnbuckle	Ⓢ ↑
Place In Tree Of Woe (Hanging Upside Down In Corner)	Ⓢ ↓

Opponent Groggy Against The Ropes:

Place Opponent On Middle Rope	Ⓢ ←/→/↑/↓
-------------------------------	-----------

*Note: Placing the opponent on the middle rope is a new attack position for **WWE '12**, and it's the perfect setup for Rey Mysterio's 619.*

LOCATION-SPECIFIC ATTACKS

When your opponent is at your mercy in different places around the arena, you've got new attacks that you can hit him with. Generally speaking, **X** is always a strike and **A** is always a grapple, but be sure to check out some of these special situational attacks and add them to your arsenal.

Grounded Opponent



Pinfall Attempt	B
Ground Strike	X
Dash Ground Strike	X while running toward downed opponent
Drag Opponent	Hold LT + RT and push Ⓢ
Release Dragged Opponent	Let go of LT + RT
Lift Up	Ⓢ ↑
Lift Up and Stand Behind	Ⓢ ↓
Turn Opponent Over	Ⓢ ←/→
Breaking Point Submission	Hold A
Ground Grapple	A

Note: You get different ground grapples depending on if the opponent is face up or face down, as well as if you're standing next to their head, side or legs.

Opponent Groggy Against The Ropes



Grab Opponent	A
Irish Whip	B

Facing Opponent Groggy (Standing) In Corner



Corner Front Strike	X
Running Corner Front Strike	X while running toward corner
Transition Opponent Into a Seated Corner Position	Hit with Gut Kick ↵ ↘ / ↙ + X
Lift Opponent Into Top Rope Groggy Position	Ⓢ ↑
Place Opponent In Tree of Woe	Ⓢ ↓
Corner Front Grapple	A
Alternate Corner Front Grapple	Ⓢ + A
Irish Whip	B
Turn Opponent Around	Ⓢ ← / →

Facing Opponent Down (Sitting) In Corner



Front Down Corner Strike	X
Running Front Down Corner Strike	X while running toward corner
Front Down Corner Grapple	A

Behind Opponent Groggy (Standing) In Corner



Corner Rear Strike	X
Running Corner Rear Strike	X while running toward corner
Lift Opponent Into Top Rope Groggy Position	Ⓢ ↑
Place Opponent In Tree of Woe	Ⓢ ↓
Corner Rear Grapple	A
Alternate Corner Rear Grapple	Ⓢ + A
Irish Whip	B
Turn Opponent Around	Ⓢ ← / →

Running Attack Against Opponent in Corner



Rear Down Corner Strike	X
Running Rear Down Corner Strike	X while running toward corner
Rear Down Corner Grapple	A
Alternate Rear Down Corner Grapple	Ⓢ + A

Tree of Woe



Tree of Woe Strike	X
Running Tree of Woe Strike	X while running toward corner
Tree of Woe Grapple	A



RUNNING ATTACKS

What's better than walking up to an opponent and smacking them around? Running at them and plowing straight into them! Run at your opponent by holding **RT** and pushing **Ⓢ** toward him, and then use **X** or **A** to hit him with a strike or grapple attack.

Dash At Opponent	Hold RT and push Ⓢ toward opponent
Dash Strike	Press X while running toward standing opponent
Alternate Dash Strike	Hold X while running toward standing opponent
Front Grapple	Press A while running toward front of standing opponent
Alternate Front Grapple	Hold A while running toward front of standing opponent
Rear Grapple	Press A while running toward back of standing opponent
Alternate Rear Grapple	Hold A while running at back toward standing opponent



DIVING ATTACKS

Ring posts aren't just there to hold the ropes up—you can also climb up onto them and unleash devastating aerial attacks against an unwary opponent. Use diving attacks against standing or downed opponents, but be careful not to let your foes turn them against you. It's a long way down!

Down Diving Attack	X when opponent is down
Alternate Down Diving Attack	ⓧ + X when opponent is down
Standing Diving Attack	X when opponent is standing
Alternate Standing Diving Attack	ⓧ + X when opponent is standing
Outside Ring Diving Move	X when opponent is outside of the ring
Get Down From Post Into Ring	LB
Get Down From Post Onto Apron	LB + ⓧ toward apron

FINISHERS AND SIGNATURE MOVES

The best way to pop the crowd and put your opponent down for the count is to hit him with a Signature move or Finishing move, like John Cena's Attitude Adjustment or CM Punk's GTS.

First, you need to completely fill your momentum meter by successfully landing attacks and taunting your opponent. Once it's full, you have 20 seconds to perform your Signature Move.

If you hit your opponent with your Signature Move, you get a Super Finishing Move icon. If you guessed that that lets you execute a Super Finishing Move, then congratulations—you're sharp. Use the Super Finishing Move quickly, or it will turn into a regular Finishing Move icon.

You can also choose not to perform a Signature Move and store a regular Finishing Move icon.



Signature Move	Y when momentum is full
Super Finishing Move	Y when you have a Super Finishing Move icon
Finishing Move	Y when you have a regular Finishing Move icon
Store Signature Move as Finishing Move Icon	Click ⓧ

Note: View the wake-up taunts description on page 14.

You've also got to be in the right position to perform your Superstar's Signature Move or Finishing Move. Each Superstar has different conditions, and you can check them out by viewing them in the Superstar Select Menu, or by having a look at his move-set in the Create modes.

Front	You're standing and facing a standing opponent
Back	You're behind a standing opponent
Irish Whip Rebound	The opponent is coming off the ropes towards you following an Irish whip
Running	You're running toward a standing opponent
Side	You're standing next to the torso of a downed opponent
Lower Body	You're standing next to the legs of a downed opponent
Upper Body	You're standing next to the head of a downed opponent
Corner vs. Grounded Opp	You're standing near a corner, and your opponent is down on the mat
Dive Vs. Ground Opp	You're on the top turnbuckle within leaping range of a downed opponent
Dive Vs. Standing Opponent	You're on the top turnbuckle within leaping range of a standing opponent
Top Rope, Front	The opponent is groggy on the top turnbuckle, and you're standing in front of him
Top Rope, Back	The opponent is groggy on the top turnbuckle, facing away from the ring, and you're standing in the ring behind him
TB Front	You're standing facing an opponent who is on their feet but leaning against the corner turnbuckle
TB Seated	You're standing facing an opponent who is down (seated) on the turnbuckle
Rope Down	The opponent is hanging over the middle ring rope

Note: Your Superstar's Charisma level determines how many different Finishing Moves he can have. If it's 1-79, he can have one Finishing Move. 80-89 gives him two Finishing Moves, and 90-100 gives him three Finishing Moves.



WAKE-UP TAUNTS—NEW!

What's worse than getting jaw-jacked by a devastating Finishing Move? Being humiliated by your opponent with a Wake-Up Taunt before he puts you away!

When you've got a Super Finishing Move icon stored, you can force a downed opponent to his feet with a Wake-Up Taunt. The opponent stumbles to his feet—hit him with your Super Finishing Move quickly, or you'll lose it!



BREAKING POINT SUBMISSION

When your opponent is down, groggy or in a grappled state, hold **A** to lock them in a Breaking Point Submission. Your opponent must quickly struggle free of the submission hold, or they will tap out and lose the match.

You and your opponent must mash **A/B/X/Y** to increase the pressure or escape, respectively. But watch out—you can exhaust yourself if you try to get a strong opponent to tap out! To break the submission hold before this happens, press **LB**. However, be aware that doing so will cost you a sizable amount of momentum.

Wake-Up Taunt

○↑ when opponent is down and you have a Super Finishing Move icon

Breaking Point Submission	Hold A when opponent is grappled, down or groggy
Increase Pressure (Attacker)	A/B/X/Y repeatedly
Release Submission (Attacker)	LB
Break Free (Defender)	A/B/X/Y repeatedly
Crawl Toward Ropes (Defender)	Push ○ toward ropes to crawl and initiate a rope break (when prompted)

Note: There are three situations where you can perform a Wake-Up Taunt: standing next to a downed opponent, standing on the apron near a downed opponent, or standing on the top turnbuckle above a downed opponent.

PINNING AN OPPONENT

Once you're sure that your opponent has had enough, it's time to hook the leg and go for the three-count.

When your opponent is down on the mat, approach him and press **B** to go for the pin. To kick out, the opponent must hold **A** to fill the kick-out meter and release the button once the meter reaches the target zone.

If you are the pinning Superstar and want to toy with your opponent a little longer, you can cancel the pin at any time by pressing **LB**.



Attempt Pin	B when opponent is down
Kick Out of Pin	Hold A to fill kick-out meter and release in the target zone
Release Pin (Attacker Only)	LB

MENU CONTROLS

Use **○** or **○** to navigate the in-game menus. Press **A** to confirm your selection. Press **B** to go back to the previous screen.

ROAD TO WRESTLEMANIA

WrestleMania: the Showcase of the Immortals! Earn WWE immortality along the *Road to WrestleMania XXVII* and unlock additional features as you secure your favorite Superstars' place in the WWE history books.

WWE CREATIONS

WWE '12's eight Create Modes let you customize virtually every aspect of your WWE experience!

- **Superstar**: Define a new Superstar's appearance
- **Entrance**: Give a Superstar a unique and flashy way of entering the arena
- **Move-Set**: Choose from hundreds of moves to establish a created Superstar's arsenal
- **Finisher Move**: Design a unique finishing move for your Superstar
- **Story**: Book your own WWE storyline
- **Arena**: Customize your own WWE arena to do battle in
- **Logo**: Design a graphic that you can use in other create modes
- **WWE Highlight Reel**: Edit together the best moments of your greatest matches

XBOX LIVE

Go online through the Xbox LIVE and compete head-to-head against the best of the best—participate in Ranked Matches to earn prestige and fame, head into Player Matches for friendly competition, or take on 39 other Superstars from around the world in a Xbox LIVE *Royal Rumble* mode that supports up to 12 players!

Xbox LIVE also lets you share everything you've made in Create Modes by uploading them to WWE Community Creations. Browse, view, rate, comment, and download the creations of thousands of players from all over the world to add to your game—and upload creations of your very own to share back.

And if that's not enough, check out the WWE Marketplace for the latest offers in premium downloadable content for *WWE '12*!

OPTIONS

From here, you can check out the in-game manual, set the options for Match Creator, define gameplay settings (like control scheme and the visual presentation), determine how data is saved and loaded and view the credits and unlockable items available in *WWE '12*.

LIMB TARGET SYSTEM—NEW!



Any rookie can step between the ropes and throw wild punches and kicks, but the truly elite WWE Superstars come into every match with a game plan to pick their opponent apart and have him begging for mercy.

WWE '12's all-new Limb Target System gives you the power to zero in on specific body parts and work them over until your opponent can't do anything except watch the ref raise your arm in victory.

You can target the limbs of a standing groggy opponent, a grappled opponent or a downed opponent.

Target Standing Groggy/ Grappled Opponent's Head	Hold RB + press Y
Target Standing Groggy/ Grappled Opponent's Arm	Hold RB + press B or X
Target Standing Groggy/ Grappled Opponent's Leg	Hold RB + press A
Target Downed Groggy/ Grappled Opponent's Head	Hold RB + press A while standing near opponent's head
Target Downed Groggy/ Grappled Opponent's Arm	Hold RB + press A while standing near opponent's side
Target Downed Groggy/ Grappled Opponent's Legs	Hold RB + press A while standing near opponent's legs

EXTREME RULES CONTROLS

You'll know that your attacks are taking their toll when your opponent holds that part of their body in agony. Once you see that, victory is close at hand!

Targeting different body parts has different effects on your opponent:



Head:

- Striking or grappling their head is more likely to force them into a standing groggy state.
- Attempting a submission against their head increases the odds that they'll tap out



Arm:

- Opponent's Breaking Point Submission strength is reduced
- Attempting a submission against their arms increases the odds that they'll tap out



Leg:

- Opponent's walking speed is reduced
- Running is impaired, and the opponent may randomly collapse while running
- Attempting a submission against their legs increases the odds that they'll tap out



Torso:

- Opponent's adrenaline meter is reduced
- Standing groggy grapples can now be executed following a Gut Kick (Ⓢ ↵ or ↵ + Ⓧ). While the opponent is bent over from the kick, push Ⓢ ↑/↓/←/→ + ⓐ to perform one of four different groggy grapple moves.
- Attempting a submission against their torso increases the odds that they'll tap out



In an Extreme Rules Match, the only rule is that there are no rules! Brawl outside of the ring, smash your opponent with a steel chair.

All of these moves apply to any match where you can use objects against your opponent—though if you try to use them in non-Extreme Rules Matches, you might wind up disqualified.

Object Strike	Ⓧ while holding object
Object Grapple	ⓐ while holding object
Grab Object	ⓁⓅ
Set Table On Fire	Ⓨ when standing next to a set-up table while in possession of a stored finishing move icon (Extreme Rules Match only)
Running Object Strike	Ⓧ while holding object and dashing toward opponent
Throw Object At Downed Opponent	Push Ⓢ toward downed opponent and press ⓁⓅ
Drop Object	Ⓟ or ⓁⓅ
Slide Object Into Ring	While outside of ring, push Ⓢ toward ring and press ⓁⓅ
Run Into Ring With Object	Dash toward ring while holding object
Slide Object Out of Ring	While in ring, push Ⓢ toward ring rope and press ⓁⓅ
Run Out of Ring With Object	Dash toward ring rope while standing near ring rope and holding object
Look For Object Under Ring	ⓁⓅ while standing outside of ring near middle of ring apron

Note: Disqualifications can be set to OFF in the Match Rules.

TLC CONTROLS



TLC stands for “tables, ladders and chairs,” and that’s exactly what these moves are meant to use. These moves can be used in any match types where tables, ladders and chairs are part of the action!

Table Moves



Table Attack	X while holding table
Set-Up Table	LB while holding table
Drag Set-Up Table	Hold LB standing near table + push ⬅️
Lean Table/Ladder In Corner	⬅️ toward corner + B while holding table/ladder near corner
Lean Table/Ladder Against Ropes, Barricade, Apron, etc.	⬅️ toward object + B while holding table/ladder
Table Grapple	Press A while holding a table to set defender against table in a groggy state
Lay Opponent On Top Of Table	Press A or X when facing a table leaning groggy opponent to lay them on top of the table.

Ladder Moves



Pick Up Ladder	A
Set Up Ladder (While Holding Ladder)	LB
Move a Set-Up Ladder or Table	Hold LB while standing near the side of a ladder or table
Release Ladder	Release LB while dragging ladder

Ladder Moves Continued



Climb Ladder (With No Opponents On Ladder)	⬅️ toward ladder + press LB
Climb Ladder (With One Opponent On Ladder)	LB near ladder
Assume dive position on ladder	Press LB when perched in default ladder position (press LB to return to default position)
Lean Ladder in Corner, Against Ropes, Ring Apron or Barricade	⬅️ toward corner, etc. + B
Run Up Leaning Ladder	Hold ⬆️ + ⬅️ toward leaning ladder
Run Up Ladder & Strike	Hold ⬆️ + ⬅️ toward ladder + X
Run Up Ladder & Grapple	Hold ⬆️ + ⬅️ toward ladder + A
Run Up Ladder & Jump to Another Ladder	Hold ⬆️ + ⬅️ toward ladder + press LB at top of ladder
Push Ladder Over	X when near ladder
Climb Down From Ladder	B while on ladder
Grab Suspended Object	Hold ⬆️ ↑ to grab the object, and then move ⬆️ ↓ when prompted by the HUD
Weak Strike	Press X when on ladder with opponent
Strong Strike	Hold X when on ladder with opponent
Ladder Grapple	A when on ladder with opponent
Groggy Ladder Grapple	A when on ladder facing a groggy opponent
Ladder Finishing Move	Y when on ladder with opponent (must be in possession of a Finishing move icon)
Alternate Ladder Finishing Move	⬆️ + Y when on ladder with opponent (must be in possession of a finishing move icon)
Dodge Opponent's Ladder Attack	⬆️ ↓ when opponent attacks you on ladder
Hanging Diving Attack	X when you are on the top turnbuckle and your opponent is hanging from the suspended object
Hanging Grapple	A when you are near an opponent hanging from the suspended object
Hanging Springboard Attack	⬅️ toward opponent + X when you are standing on the ring apron and your opponent is hanging from the suspended object

STEEL CAGE MATCH CONTROLS

To win a Ladder Match, TLC Match or Money In the Bank Match, you must climb a ladder to get within range of an object suspended over the ring (usually a Championship). Use the shadow under the suspended object to line up the ladder, and then climb all the way up the ladder.

When you reach the top, hold **↑** to grab the object. When the Superstar has grabbed hold of the object you will be prompted to PULL the item by moving **↓**. Time it correctly to receive another opportunity to pull the item down. And time your move carefully—if your timing is off, you'll be forced to start over.

Note: When you want to knock over a ladder without picking it up, striking it (**X**) is the quickest way to do it. But if there are one or more Superstars on it, the fastest and most effective way to topple it (and the opponents on it) is to approach it and press **A**.

Climb the ladder and push **↑** to grab the suspended object above the ring.

When the prompt to remove the object appears, push **↓** to pull it down.



Steel Cage Matches are among the most brutal matches in *WWE '12*. Superstars are surrounded by four unforgiving walls of chain link fence. Not only does the cage keep the action in the ring, it can also be used to damage your opponent.

Climb Up Cage	↑ toward cage wall + LB
Escape From Cage	A at the top of the cage
Diving Attack From Top of Cage	X at the top of the cage vs standing or downed opponent
Pull Opponent Off Cage	A or X below opponent trying to climb the cage
Cancel Climb Attempt	LB
Escape Through Door	Press A near groggy opponent in the lower left corner of the ring
Smash Opponent Into Cage Wall	Hold B and push ↑ toward cage; must have the Hammer Throw ability
Skewer Attack	A while opponent is groggy in the corner of the ring
Throw Opponent Into Cage Wall	A near opponent who is groggy against the ropes

Chair Moves

Downed Chair Grapple	A when standing near downed opponent and holding a chair
Chair Downed Corner Attack	While holding a chair, run toward opponent downed (seated) in corner and press X
Sandwich Chair in Corner	Push ↑ toward corner while holding a chair and press B

Note: During Table, Ladder and TLC matches, Breaking Point Submission moves are replaced with Directional Grapple moves that you can use to smash your opponent into and against objects. Enjoy!

HELL IN A CELL MATCH CONTROLS ELIMINATION CHAMBER CONTROLS



Steel Cage Matches are dangerous, but Hell In a Cell Matches are potential career enders! All of the Steel Cage Match controls apply to Hell In a Cell, but there are some particularly vicious moves that can only be executed in WWE's most dangerous match type.

Six Superstars enter the Elimination Chamber, but only one will leave with the victory! Two Superstars begin the match, and additional Superstars enter, one at a time. When a Superstar is pinned, they're removed from the match, which continues until only one remains.

Use the Steel Cage Match controls in the Elimination Chamber, as well as these special actions:

Climb Onto Top of Chamber	↑ + LB while on turnbuckle
Climb Up Chamber Wall	↑ toward Chamber wall + LB
Pull Opponent Down from Chamber Wall	↑ + A near climbing opponent

Throw Opponent Off Top Edge of Cell	B or A near opponent at edge of Cell
Environmental Grapple	A when near a Cell wall.
Cell Destruction Finisher	Y inside of the cell on the same side as the commentary tables with a Finishing Move icon

TAG TEAM MATCH CONTROLS



Illegal Tag Partner Controls

The tag partner waiting for a tag can freely walk along the apron or sneakily attack opponents who get too close.

Double the mayhem of a regular WWE match by teaming up with a partner and taking on a pair of opponents! In regular Tag Team matches and Tornado Tag Team matches, the objective is to win by either pinfall or submission.

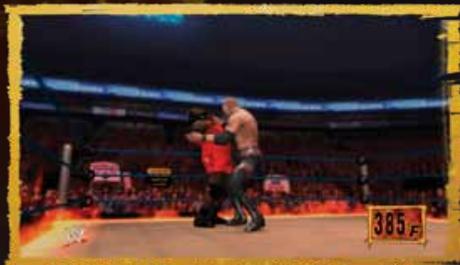
In a regular match, each teammate must tag in and out of the match, and the legal member of one team must beat the legal member of the other team. In Tornado matches, all Superstars are in the ring simultaneously, and any member of one team can defeat any member of the other team.

Punch	X
Pull Down Rope (To Cause Irish Whipped Opponent To Fall To Ringside)	B
Call For Tag	LB
Grapple In-Ring Opponent	A
Enter Ring	↑ + LB
Tell Ref That Opponents Are Cheating/Distract Referee	○ ←/→
Climb Turnbuckle	LT + ↑ toward corner

Tag	↑ toward partner + LB
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and push ←/→/↑/↓ + A; your waiting partner must be positioned near the turnbuckle where a tag would normally occur.
Standing Double Team Grapple Moves	Approach your partner while they are grappling an opponent and push ←/→/↑/↓ + A
Tag Team Finisher	With a stored Finishing move icon, Irish whip an opponent toward your corner (and your waiting partner), approach the opponent and press Y
Call In Tag Partner	RB + ○ ↑/↓



INFERNO MATCH MOVES



In an Inferno Match, the ring is surrounded with searing flames, and the only way to win is to set your opponent on fire!

The temperature increases as successful attacks are performed. Once it reaches its maximum and the flames become a blazing inferno, drag the opponent toward the flames. If you have inflicted enough damage on them, they will not be able to resist your infernal efforts!

Note: Perform a finisher to increase the ring temperature to maximum instantly. For a brief time, you can try to throw the opponent through the fire and out of the ring for the victory!

ROYAL RUMBLE CONTROLS

The 40-man *Royal Rumble* over-the-top-rope elimination match is one of the most famous annual events in WWE. Anything goes, as long as you don't leave the ring once you enter!

Royal Rumble Finisher	Y when opponent is groggy against ropes or corner
Eliminate Opponent	A when the opponent is groggy against the ropes, under the ropes, or in the corner, and then follow the on-screen button prompts
Change Character (after being eliminated)	Press ↑ or ↓ on ◁ or A to scroll through Superstars, and press A to select a Superstar.
Cancel Elimination	LB
Instantly Escape Elimination	LB with a Finishing Move icon

XBOX LIVE

RANKED MATCHES

Compete in a ranked match against a Xbox LIVE opponent. Your performance affects your record and Xbox LIVE ranking. Make sure you're at the top of your game before you step into the ring for one of these ultra-competitive matches. With each amazing match you perform in, you'll earn prestige toward advancing through the ranks and titles.

PLAYER MATCHES

Similar to Ranked Matches, these put you head-to-head against an online opponent, but the result does not affect your Xbox LIVE ranking. Compete in a custom match (you select the match type) or create a session where you play matches exclusively with a single opponent.

ROYAL RUMBLE

Enter a Ranked or Player Match *Royal Rumble* to go up against other players to see who the most tenacious competitor is! *Royal Rumble* Xbox LIVE lobbies allow up to 12 players to compete against each other. Each player selects their Superstar that they'll begin the match with. When the match is first loaded, each player is randomly assigned one of the first entry numbers available – depending on the number of players in the match. As players get eliminated from the match and wait for their next Superstar to enter the Rumble, they'll have the opportunity to score points by correctly guessing which Superstars will be eliminated next or which Superstar will enter the Rumble next. The last player to be standing alone in the ring after 39 Superstars have been eliminated will be declared the winner.

In Ranked *Royal Rumble* Matches, you'll earn a number of prestige points based on how many Superstars you eliminate, how long you last without being eliminated, consecutively eliminating Superstars, escaping eliminations and more. The number of players in a Ranked Match determines the overall amount of prestige toward Xbox LIVE ranking that each player can earn for participating in the match – the more players in the match, the more points each player can earn. In Player *Royal Rumble* Matches, prestige and Xbox LIVE ranking will not be affected.

COMMUNITY CREATIONS

WWE Community Creations allows you to access player-made content uploaded from other players from all over the world. You can also upload any of your creations made from Create Modes for the world to see. With the WWE Community Creations browser, you'll be able to browse uploads sorted by most recent contributions, the most downloaded contributions, or the highest rated uploads. You'll have access to a number of filters to sort uploaded content by type. If you find an upload you like, be sure to comment and rate it, or even add it to your list of favorite uploads.

MY INFO

You'll be able to see your Xbox LIVE stats, prestige, and ranked match records broken down by match types here.

RANKINGS

See how you stack up against other Xbox LIVE players in the Xbox LIVE ranking board. As you win more ranked matches, you move up the ladder. Do you have what it takes to reach the top of the mountain in WWE? Test your skills on Xbox LIVE and find out!

SUPERSTAR ABILITIES



Dirty Pin

When your opponent is down near the ropes, stand next to the ropes and execute a pinfall with both of your legs propped up on the ropes, giving you unfair leverage to increase your chances of getting the three-count.



Move Thief

Steal your opponent's Finisher and use it against them by holding **RB** and pressing **○** **↑** to enter the Move Thief state. You have 20 seconds to execute the Finisher from the time you enter the Move Thief state.



Comeback

If you have this ability, you will be prompted to press **Y** when your Superstar has sustained moderate limb damage. Pressing **Y** at the correct time will let you perform a dramatic comeback. This cannot be used when you have a Finisher or Signature Move available.



Hammer Throw

When Irish whipping an opponent, hold **B** to send an opponent smashing into a turnbuckle or flying over the ropes and down to the arena floor.



Resiliency

Superstars and Divas with this ability can use it once per match to dramatically improve the odds of kicking out of a pin attempt. While being pinned, press **LB** to increase the target zone on the pin meter.



Outside Dives

Press **X** while moving into the ropes, or run across the ring and press **X** near the ropes to execute a diving attack or running diving attack against an opponent outside of the ring.



Springboard Dives

While near the ropes or running toward the ropes, hold **○** toward the ropes and press **X** to execute a springboard attack from the ring apron.



Leverage Pin

Superstars with this ability can counter running attacks and groggy grapple attempts from a heavily damaged opponent into pin attempts called "leverage pins." In a leverage pin, the defending Superstar can try to escape normally by reaching the blue target area of the kick-out meter, or they can reverse the leverage pin into a pin of their own by reaching the yellow area of the meter.



Ring Escape

When down near the ropes, press **LB** to slide under them to ringside and escape your opponent. You can use this ability up to three times per match.

DID YOU KNOW...?

... when your opponent attempts to grapple you, you can press **A** to lock into a collar-and-elbow tie-up? Press **A** repeatedly to win the battle and gain the advantage!

...that you can remove turnbuckle pads from the corners of the ring? Move **⬅** toward the turnbuckle and press **A** or **B**.

...that a damage multiplier is added to your strike and grapple attacks if you run off of the ropes before hitting the move?

...that you can choose which direction that you want to send an opponent running by pushing **⬅** in that direction as you're Irish whipping them?

...that you can recover from being groggy more quickly by hitting **A** repeatedly?

...that there's only one way to escape the Hell in a Cell structure? You must destroy one of the wall panels on the same side of the structure as the announcer tables by using a special move.

...that strong strikes can be performed from front-facing chain grapple holds (front facelock, side headlock and wrist lock) and after blocking a punch or catching a kick?

...that the announcer table must be cleared before you can put an opponent through it? Approach the announcer table, push **⬅** toward it and press **⬅** to remove the cover. Once the cover has been removed, Irish whip the opponent toward the table, and then grapple them to place them on top of the table.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your software product (the "Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST and you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **55367**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days beginning on the purchase date of the applicable sales slip or similar proof-of-purchase. Except where prohibited by applicable law, this limited warranty is nontransferable and is limited to the original purchaser. If an implied warranty or condition is created by your state/jurisdiction and federal or state/provincial law prohibits disclaimer of it, you also have an implied warranty or condition, BUT ONLY AS TO DEFECTS DISCOVERED DURING THE PERIOD OF THIS LIMITED WARRANTY (I.E., WITHIN THIS NINETY (90) DAY LIMITED WARRANTY PERIOD). AS TO ANY DEFECTS DISCOVERED AFTER THIS NINETY (90) DAY LIMITED WARRANTY PERIOD, THERE IS NO WARRANTY OR CONDITION OF ANY KIND. Some states/jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to you. Any supplements, updates and/or fixes to the Product provided to you after the expiration of the ninety (90) day limited warranty period are not covered by any warranty or condition, express, implied or statutory. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state/jurisdiction to state/jurisdiction. No THQ supplier, dealer, agent or employee is authorized to make any modification, extension and/or addition to this limited warranty.

Exclusive Remedy

THQ's and its suppliers' entire liability and your exclusive remedy for any breach of this limited warranty shall be, at THQ's option from time to time exercised subject to applicable law, (a) return of the amount that you paid (if any) for the Product or (b) repair or replace, at THQ's option, the Product free of charge, provided you return the Product to THQ with a copy of your receipt for the Product. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the original purchaser can demonstrate, to THQ's satisfaction that the Product was purchased within the last ninety (90) days. You will receive the remedy elected by THQ without charge, except that you are responsible for any expenses you may incur (e.g. cost of shipping the Product to THQ). Shipping and handling charges from THQ to you also may apply except where prohibited by applicable law. THQ may, at its option, use new or refurbished or used parts in good working condition to repair or replace the Product. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a product of comparable value. Any replacement software product will be warranted for the remainder of the original limited warranty period, or thirty (30) days, whichever is longer or for any additional period of time that may be applicable in your jurisdiction.

Limited Warranty Limitations

The provisions of this limited warranty are valid only in the United States and Canada. Except to the extent prohibited by applicable law, this limited warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Microsoft or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

How to Obtain Limited Warranty Support

To receive warranty service, notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of the Product and reserves the right to send such unauthorized returns back to customers.

Repairs after Expiration of Limited Warranty

After the ninety (90) day limited warranty period, the original purchaser of the Product in the United States and Canada is entitled to the replacement of defective Product for the following fees provided that: (a) THQ receives the defective Product during the one (1) year period beginning on the purchase date of the sales slip or similar proof-of-purchase; (b) the dated sales slip or similar proof-of-purchase is provided to THQ with the defective Product; and (c) the original purchaser returns the Product at his own risk of damage, freight and insurance prepaid. A defective Product may be so replaced for US\$25.00. Make checks payable to THQ Inc. and return the Product along with the original proof of purchase to the address listed above.

Disclaimer of Warranties

THE LIMITED WARRANTY THAT APPEARS ABOVE IS THE ONLY EXPRESS WARRANTY MADE TO YOU AND IS PROVIDED IN LIEU OF ANY OTHER EXPRESS WARRANTIES OR SIMILAR OBLIGATIONS (IF ANY) CREATED BY ANY ADVERTISING, DOCUMENTATION, PACKAGING, OR OTHER COMMUNICATIONS, EXCEPT FOR THIS LIMITED WARRANTY AND TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THQ AND ITS SUPPLIERS PROVIDE THE PRODUCT "AS IS" AND WITH ALL FAULTS, AND HEREBY DISCLAIM ALL OTHER WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY (IF ANY) IMPLIED WARRANTIES, DUTIES OR CONDITIONS OF MERCHANTABILITY, OF FITNESS FOR A PARTICULAR PURPOSE, OF RELIABILITY OR AVAILABILITY, OF ACCURACY OR COMPLETENESS OF RESPONSES, OF RESULTS, OF LACK OF VIRUSES, AND OF LACK OF NEGLIGENCE, ALL WITH REGARD TO THE PRODUCT. ALSO, THERE IS NO WARRANTY OR CONDITION OF TITLE, QUIET ENJOYMENT, QUIET POSSESSION, CORRESPONDENCE TO DESCRIPTION OR NON-INFRINGEMENT WITH REGARD TO THE PRODUCT.

Limitation of Liability

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL THQ OR ITS SUPPLIERS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, BUT NOT LIMITED TO, DAMAGES FOR LOSS OF PROFITS OR CONFIDENTIAL OR OTHER INFORMATION, FOR BUSINESS INTERRUPTION, FOR PERSONAL INJURY, FOR LOSS OF PRIVACY, FOR FAILURE TO MEET ANY DUTY INCLUDING OF GOOD FAITH OR OF REASONABLE CARE, FOR NEGLIGENCE AND FOR ANY OTHER PECUNIARY OR OTHER LOSS WHATSOEVER) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OF OR INABILITY TO USE THE PRODUCT, EVEN IN THE EVENT OF THE FAULT, TORT (INCLUDING NEGLIGENCE), MISREPRESENTATION, STRICT LIABILITY, BREACH OF CONTRACT OR BREACH OF WARRANTY OF THQ OR ANY SUPPLIER, AND EVEN IF THQ OR ANY SUPPLIER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Some jurisdictions do not allow the exclusion or limitation of special, indirect, incidental, or consequential damages, so the above limitation or exclusion may not apply to you.

Warning

Copying of the Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of the Product or any of its contents or elements are not authorized and are not necessary to protect your copy of the software Product. United States and international copyright laws also protect this manual and other printed matter accompanying the Product. Violators will be prosecuted.

KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.